

Vinesauce is **TOFE** 2020

Helping Others

Playing Everything



7th Edition



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Variety is *HOPE*

Helping Others, Playing Everything!

An adventure is defined by the unknown. You might understand where it begins and where it might end, but the path between those points is a journey that is filled with discovery and growth, shortcuts and scenic routes. In 2014, a small group of streamers and volunteers unknowingly began such an adventure with the goal of running a simple fundraising event for a good cause. Six years later, the generosity of the Vinesauce community has led us to shattering milestones and pushing our limits in unimaginable ways.

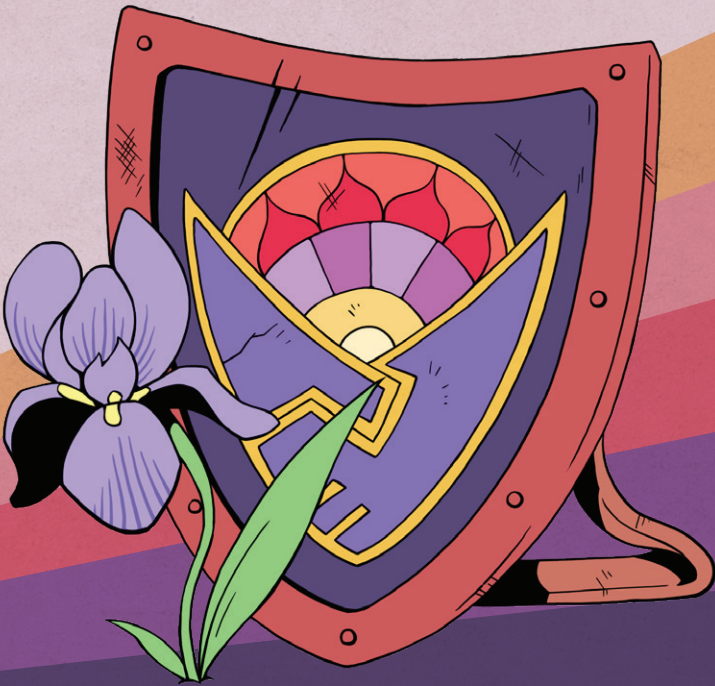
To further our goals of providing high-quality entertainment for the benefit of charity, we banded together in 2019 and helped to found a new organization called Variety is HOPE. We are a 501(c)3 nonprofit that is dedicated to the promotion of humanitarian and goodwill causes through online fundraising events. We work with diverse and talented entertainers on Twitch to bring unique and amazing events to viewers worldwide, and we proudly bear our standard of HOPE with a commitment to “Helping Others, Playing Everything”.

Simply put, we want to play an active role in lifting up great causes that seek to make a difference in our world. With our flagship event, Vinesauce is HOPE, our efforts have helped to fund groundbreaking, life-saving research to give children and their families a fighting chance against pediatric cancer. With the help of our growing audience and our passionate volunteers, we will create new events that focus on supporting charitable missions and causes that resonate with you, while continuing to deliver great entertainment from streamers that care.

The power of your philanthropy cannot be understated. To everyone that has offered their time, money and support to make Variety is HOPE a reality, we thank you from the bottom of our hearts. We truly believe we can make a lasting change in our world, and we’re proud to continue this adventure with you.



Scott Hooten, President of Variety is HOPE



This year we asked the bold adventurers of the Vinesauce is HOPE community to recount their greatest adventures, and the community responded with a roar! It would take a mighty leather-bound tome to hold all the tales that were told, so we'll share just a few pages of the stories that stirred our adventurous spirits!

I'll never forget all the time I spent as a kid finding glitches in games. Every time I stumbled upon one by accident or on purpose to try & see how things worked behind the scenes, it always made me feel like a little Indiana Jones! Because I live in a very suburban area, video games were the way I was able to explore the world when I was younger.

Max D.

I grabbed a spontaneous flight from New Jersey to Finland to meet my best online friend of many years. It was midsummer, and we spent three weeks travelling the entire country with nothing but our backpacks. Eventually we ended up in the Arctic Circle, and I got to hike under the midnight sun. I'll never forget it!

jennittles

neoskunk6662

Discovered a place near my house called Pigeon Swamp. I'm usually a stay-at-home kind of guy but something about it made it irresistible to me, so I grabbed a friend and drove there. We parked by a temple across the main road and began exploring the swamp; it was a struggle because there were no trails, but I got to see a vibrant ecosystem full of massive shrooms, iridescent spiders, and abandoned hidey-holes. The brush eventually got so thick that we couldn't get past it, so we hiked back to the temple and ate soup out of the can.

Zubair A.K.

I traveled from Tokyo to Kyoto last summer. We ended up needing to stay the night in a small village that only had one main road. I had never left my country until then, and there was something far more magical about walking around a small Japanese village in the dead of night than anything the cities could have offered. I hope one day I can visit again.

CaseyQ

There's an abandoned church up near my old home. A few years ago, my cousin and I went up to it and explored the inside, taking pictures and videos. The floor had collapsed in one area, and it looked like it took a pew with it, and the outside was covered in vines and foliage. I went back there last year, and it was completely overgrown, as if nature decided it was time to close it up. The doorway was wrapped in vines.

Austin T.

I once befriended an online customer support worker while attempting to fix my computer. We only talked via text, and he took control of my computer remotely to find and fix the issue. While we waited for my computer to load new settings, he asked if he could draw with me. We opened up my art software and drew characters back and forth the rest of the night, and talked about TV shows we liked. I was having trouble feeling isolated due to college, but he gave me a chance to feel like I had a friend to talk to, I can only hope he's doing well.

Saltydkdan

I climbed a cinder cone near the summit of Mauna Kea. The climb was steep and slippery, unforgiving in the thin oxygen at nearly ten-thousand feet. However, at the top, I was rewarded with an alien landscape--enormous red basalt boulders so full of air they were easily lifted above your head and a perfect sea of clouds stretching infinitely into the distance. A scene that left me--quite literally--breathless.

Anonymous



germyy

I was playing a multiplayer game and met someone who also didn't have a mic. We couldn't talk to each other, but we used the game markers to draw little pictures for each other, eventually drawing out an entire little town and filling the whole game room with stars. Sometimes the most impactful moments in life come entirely by chance.

Clarfy



puckspark

It may be simple, but... I once saved a bee from dying. He was lying on my porch, barely moving because of the summer heat, so I got some sugar water, put it on a spoon and left it for the little bumble to enjoy. By that evening, he was gone, along with the sugar water. It may not be one of the more "hip" experiences I've had, but it still felt adventurous to me. Should I have named him?

Blurplepie

6 years ago, I randomly made a friend on a forum. Since then, we've visited Ohio, proposed on the Grand Canyon, and gotten married on a rainy Thursday in Vancouver. I can't wait to see where my new husband & I end up next!

Vulpatrino

One of my greatest adventures was when my uncle and I took my father's ashes and spread them out on the Caribbean, holding them as we swam to an island out from the coast. A bench looked out towards the endless blue water. As we spread the ashes, it felt as if he was sitting in that bench, finally at peace.

AlmondBears

Vinny

By day, Vinny Vinesauce is an unassuming ranger who walks quietly across the land, but by night his voice and lute can be heard filling taverns with music that brings joy to all who hear it. His travels are inspired not by riches, fame, or glory, but from the simple desire to share music and hope with the troubled and weary.

@vinnyvinesauce
vinesauce
vinesauce
redvoxband.com

Signature Move

Chorus of Corruption

DEX



CHA



NorixWolfe

Magic is no longer contained to ancient books, with enchanters and wizards finding new ways to move it into machines every day. NorixWolfe is a new kind of magical master craftsman, who lives for pushing the boundaries of what was previously thought possible. Norix is always willing to lend a helping paw to fix up any broken equipment for fellow adventurers!

@NorixWolfe
norixwolfe
NorixWolfe
NorixWolfe.com

Signature Move

Wire-whisperer

INT



DEX



Gearomatic

A construct with a sentient mind, Gearomatic works tirelessly to improve the lives of everyone around him, organic and mechanical. Through magical science, he invents and creates new solutions to problems others gave up on. All it takes is a spark of inspiration for the whole world to change, and Gear makes a lot of sparks.

@Gearomatic
gearomatic
GearomaticGames

Signature Move

fircane Cog-nition

INT



WIS



RevScarecrow

Being an adventurer can be unpredictable, but Rev's alchemy can turn chaos into victory. Whether he's brewing healing potions for his allies or explosive surprises for his enemies, it's never a dull moment. His latest passion is creating paints, which he uses to share the beauty of adventuring with the world.

@Rev_Scarecrow
revscarecrow
RevScarecrow
colinmullin.com

INT



DEX



Signature Move

Flask of Unknown Mysteries





Dorb



CHA



WIS

Signature Move

Eye of the Seeker

Through secret pacts with impossible deities, Dorb has attained otherworldly powers that mystify and dazzle his opponents. Taking the form of the boar, Dorb's patron assists him as he traverses even the most treacherous terrain. Sometimes Dorb even walks beyond the known planes in pursuit of secrets and wonders.

@dorb_vinesauce
dorb

Limes

Deep within the forest, stories echo of a mysterious Forest Guardian who wields the power of nature itself. That guardian is Limes and her familiar Sky. Together, they keep the forest safe from anyone who dares to bring destruction. If you find yourself lost deep in the woods, and if your heart is pure, then the pair may come to your aid.

WIS



CON



Signature Move

Voice of the forest

@limesalicious
limealicious
LimeArchives



Imakuni

DEX



INT



Signature Move

Gale of Evil's Bane

The wind itself bends to the will of Imakuni, the fastest ninja alive. With the speed and silence of a breeze, she fights for the justice of those who can't fight for themselves. If you hear an evil-doer lamenting the mysterious loss of their ill-gotten gains, you can know that Imakuni has been at work.

@Pelikuni
imakuni
imakunifullstreams



Fred

CHA



CON



Signature Move

Strike of Dragon's Justice

It is one thing to go up against a Dragon & live to tell the tale, but quite another to live alongside them in harmony. Such is the life of Fred, a dragon knight who dons armor made from scales freely given & wields a greatsword sharper than a dragon's tooth. Fred is a true knight who strives to attain order & peace across the land & protect those in need.

fred
freddy09
@fredrick_gaming
fredrick_gaming





Vidyabum



INT



WIS

Signature Move

Veil of
Whispering
Illusions

The pursuit of magic is a lifelong goal, and few achieve mastery of this limitless power like Vidyabum. He specializes in illusions and distorting the veil of reality by effortlessly bending space and time to his will. Despite his abilities, Vidyabum resists the lure of power; he only uses his skills to help those in need.

🐦 @Vidyabum
📺 vidyabum
📺 vidyabum

Desert Pogona

*streamer to scale

Signature Move

Desert Cornado
Punch

SCR



CON



Hailing from the dry, arid regions, Desert is a hardened fighter with unparalleled resilience. Whether training in the unforgiving heat, punching bandits and monsters or competing in tournaments of strength, Desert faces every challenge with fighting spirit. You don't need a sword, bow, or magic to win a fight when you can use your fists!

🐦 @desertpogona
📺 desertp
📺 desertpogona

Great Zott

Signature Move

Bolt of
Calcification

INT



CHA



When you see a robed skeleton with a massive spellbook, you may think of an evil Lich or Necromancer, but the mighty Greatzott is a misunderstood adventurer. Reborn from the afterlife, Zott uses his newfound powers of Bone Sorcery to balance the scales of good and evil. Even darker magic can be used for good, if the spirit wielding it is noble and true.

🐦 @greatzott
📺 greatzott



Joel

SCR



CHA



Signature Move

Heavy Metal
Overdrive

The frozen northern region is harsh, unforgiving, and the perfect place to train as a warrior. Joel is a barbarian who lives for battle and honor. He believes that to defeat evil, you need to face it head-on with bravery and strength. With his trusty battleaxe, he stands ready at the frontlines, protecting those who are unable to defend themselves.

🐦 @joel_vinesauce
📺 vargskelethor
📺 vinesaucejoel



THE ELUSIVE VINTERVIEW

...otherwise known as: Hootey asks Vinny some questions.

This is our seventh year of Vinesauce is HOPE, but obviously 2020 is your tenth year of streaming. Do you remember what was going through your mind when you decided to embark on this crazy adventure? Do you have a plan or any other goal in mind?

My initial plan to stream was really limited to just wanting to enjoy Chrono Trigger with an audience. It's a game that means a lot to me to this day, and I've streamed it a lot. I didn't expect or really know that my streaming would go anywhere, but the idea of playing Chrono Trigger for an audience and sharing my love of that game with them was the initial idea. It became very addictive: It went from "Let's do Chrono Trigger" to "Let's do a Zelda game" to "Let's do Super Metroid", and eventually, you get through all of the games you love and then you have new experiences. It's still very addictive to stream and share games I love with the audience.

Back when you started streaming in 2010, there wasn't exactly an established career option of "streamer". Where did you see yourself in the future before Vinesauce?

I was working a public access job, and I was doing pretty much everything. Filming, editing, reception work. The less glamorous jobs. I guess ultimately I thought I would remain in that industry. Problem is, public access television does not pay very well. So I lived frugally... and to this day, I still do. My goal was to just continue to grow my skills, continue to make connections, and see what I could do in the video editing field.

Did you ever see yourself managing a department of video editors or working for a larger business or staying in television?

I would've tried to get a job in Manhattan as opposed to local television. That would've been a stepping stone to bigger and better things. Ultimately, I liked video editing so much that I would do it for fun, and I would've done it in any capacity. I would've loved to work on TV shows or music videos. But life kind of took a weird course for me. A good one, but definitely weird, and I'm happy with that.

If I put every one of your memes on an island, and I let them duke it out, which one would you be rooting for to come out on top?

Sponge. The orange, sad Mario brother. He had a hard life, and he's a very sad individual. I feel like he deserves some happiness.

As a musician, do you prefer working in a band or as a solo artist?

Luckily, I can kinda do both with Red Vox. A lot of the stuff on the new album was written alone at home, and other songs were written while jamming in the studio. I like both, and I think both are valid methods of writing. It's more convenient to write alone, but more fun to jam with friends. The types of music I produce are different as well; I tend to go for the darker stuff when I'm alone, so it depends on the situation.

So is this new album sort of like you breaking out of your own shell in that way? Did you feel that you were emulating a lot of artists in the beginning of Red Vox and it's now starting to feel like you?

Yeah, I feel like emulation is inescapable when you first start. I've been playing music for a long time, but I don't play live shows. So for me, finding my voice musically has been tougher because I don't do it every day or make an album every couple of months. It's a slower process, but I think I found a way to combine the styles that have influenced me in a way that doesn't feel like any one specific thing.

I still feel like my influences are worn on my sleeve, and it's really hard to judge. I've made a couple of albums with my friends and I'm proud of them, and I feel like the next one to be released, Realign, may be a little closer to me finding my own voice musically.

As a creator, you use two different mediums to communicate with your audience. In terms of self-expression, are they completely separate for you or are there ways in which they overlap?

There are some things I can't say in words, and I wouldn't want to, that I can do a lot more safely with music. I can express some of my darker or more pressing thoughts that people can then discover on their own. I'm also not the type of person where I want to force a viewpoint down someone's throat. I like to keep my streams low-stress, so music is a way to get out some of the darker emotions that I usually reserve for myself, and not for a stream.

Does streaming bring you any level of comfort or contentment?

Yeah. I've always had a feeling that something has been missing from my life. When people tell me that my streams help them, I try to let them know that it goes both ways. During tough times, streaming brings me a sense of comfort and support; it gives me something to do that feels worthwhile. It has helped, and continues to help, on a pretty deep level. Finding a way to balance that along with having a normal life is still a challenge that I'm working through, but it's an important part of my life and I deeply appreciate everything that people have done with me over the years.

If you could relive or redo one of your most memorable streams, which one would it be and why?

The first one that comes to mind is Zelda: Breath of the Wild. I ended up doing a 7-and-a-half hour stream of that game at one point, and no other game has inspired me to stream for that long. A new Zelda game done in a new style, with a powerful sense of discovery and an open world that was done so well...and the audience really enjoyed it, we had a lot of good memories. That's a game I'd love to stream again for the first time, because it was so much fun and so enjoyable.

Do you find it a challenge to separate the different aspects of you, whether that be the Vinny that your Twitch audience expects, the Vinny that someone might meet at a convention, and the person you are when you're just living your day-to-day life?

Yeah, I've struggled with that quite a bit. After ten years, I'm still figuring it out, but I'm closer than I've been in a long while. I think it's helpful that I can live a pretty normal life and just appreciate the small things; when I'm not streaming, I like to disconnect from "me", because who I am online and who I am offline are very similar... but still different, that online version of me is "heightened." I revel in being a bit of an introvert. My friends will know that I can be difficult to talk with on a regular basis, because I like to disconnect so much. Part of that is from streaming for nearly four hours a day. I'm still learning who I am, aside from the stream, and I try not to let my ego get boosted too much.

What does the Vinesauce community mean to you? How has your relationship with it changed over the past decade?

Truthfully, I had to learn how to make some distance to feel like a normal person and to live my life. I don't think it's healthy for anyone to swim in adoration or even the opposite of that all of the time. The community is so nice to me, and they've turned everything I've ever said into a meme.

But I know the community is very supportive, and I know that they've been understanding of me being a real, flawed person. I've tried my best to enjoy my time streaming, and that's given me courage to continue and grow as a person. The community is great, and I appreciate them especially when I'm live with them, but I need space to just... be Vinny.

I kinda want to touch on that, on "just being Vinny". Do you feel that people appreciate you more for the fact that they do see you as a flawed individual, as someone real with whom they can easily connect?

I think it's different for most people. Sadly, the hero worship exists in any form of a public persona, and some people will put streamers and YouTubers on pedestals. That's unfortunate, but also kind of how it goes at this point. I think most of my regular audience understands that I'm just some random dude who's been doing streaming for a long enough time to be pretty good at it, and they accept me for the mess that I am. Maybe that's something they can relate to, and I'm really happy if that's the case. I still think it can be wildly different from person to person.

Do you feel that the memes that are perpetuated from your streams are akin to shared memories or even history within the Vinesauce community, or do you consider it all to be just silly inside humor?

Some of the memes that people have made over the years with me are nostalgic at this point. I know that it's often a good-spirited endeavor, and I do think part of it is...there's this *moment* that happened on-stream that we really enjoyed, and we want to remember it, so we recite it. I think that's what memes are in general, not just internet memes but Metal Gear Solid 2 type memes. "The memes of the soul", as Raiden said or something, I don't remember. It's a way to pass something on to others that they enjoy, and that they thought was memorable enough. It's the same as any inside joke amongst a small group of friends, that kind of stuff sticks with people. I think it's kinda cool.

Does the Vinesauce community feel like a small group of friends, or has ten years of growth changed that?

It grew so slowly and gradually that I almost didn't notice it. It's like boiling a frog. Alright, cut that part.

I won't cut it. Boiling a frog??



Okay, that's a bad analogy. Let's just say that I didn't notice the change due to it being so incremental, but I still feel like there's some sense of friendship and community. If I meet people at a convention and we're on the same page, it's a really cool feeling and I don't take that for granted. I can still feel that way with the community at large though, because I can pick out individual messages as I

stream, and they're really supportive most of the time. I think the audience is funnier than I am, they make me laugh just as much as I make them laugh.



What's the comparison like between streaming for an audience of 10,000+ viewers on a typical Sunday vs. doing a live panel in front of several hundred people at a convention?

It's really only different in that I'm not playing a video game. It's an elevated feeling to be in a room with everyone. Once I get comfortable on stage, it's easy to joke around. I never prepare anything, we just talk about whatever and people ask me questions. Everyone is already in my corner, so it's easy; they know all of my jokes and my memes, they're there just to have everyone together in a room to confirm "oh yeah, we're all in on these jokes". It is pretty cool to know that your jokes are funny when people laugh in real life as opposed to posting LULs in a chatroom. That dopamine hits hard.

Any favorite or memorable encounters with fans that have recognized you at a convention or out in public?

I was at John's Pizzeria on Bleeker Street in Manhattan. Someone drove by, stopped the car in the street, and yelled out at me while I was in line to get in. "Is that Vinny?!" Now keep in mind, this is a very small, narrow street. I was probably twelve feet away at most, but they stopped and shouted and memed at me. They also said they really enjoyed what I did. Everyone in line was staring at me, and that was slightly awkward, but I felt like a celebrity for a moment and that was cool. For a moment, until the embarrassment destroyed me. But it was fun, sure.

Are you excited for this year's charity event, and do you have any hopes for it?

There's always a nervous excitement for every year's event, but it usually subsides when I go live. I know that we have the best team we've had yet, and I know that we're breaking a lot of our goals and growing as we do. I think we're going to do a really good job in 2020; I don't know what I'll be streaming yet, but I think it'll be... good? So, I'm looking forward to that and also excited that we're all continuing to work together to achieve a common goal even amidst the craziness of our lives. PCRF is a really good cause that continues to deserve our attention.



This year's event theme is all about fantasy and adventure. Many of us know that you're a fan of the genre and enjoy Lord of the Rings and many different Zelda titles. Is there anything particular about fantasy in general that appeals to you?

I've always enjoyed fantasy storytelling and the idea of the "Hero's Journey" where you go on a quest and return with experience, maybe some gold and a cool sword. I guess video games really helped me fall in love with the genre. The Lord of the Rings series has a very unique appeal to me, as

do other worlds that bear similarities to it. It's a world I would like to visit... but am glad I don't live in it.

In regards to other fantasy media, I've always enjoyed The Dark Crystal. I'm still really upset about how the TV show for Game of Thrones ended, but I enjoyed the books a lot. For games, I'm a big SquareSoft fan. I loved Secret of Mana and the common trope of a "sacred sword" that the hero must use in order to vanquish evil.

How important do you feel it is to have games or other forms of media that allow us to escape reality and explore different worlds?

Like any form of escapism, video games tend to transport you. I think they do a better job than almost any other medium. It's important that people are able to get away from the things that stress them out, and to find a little bit of happiness. I think video games can be a very healthy outlet, and it's a good way to even develop skills while you play them. Video games have gotten me through some of the toughest times in my life; they have established a life for me, and gaming in general and the stories they tell have probably helped me grow as a person. Some of the stories that are told in games are as poignant as anything I've read or seen in a movie. Final Fantasy stories, Metal Gear Solid, Shadow of the Colossus, Ocarina of Time... it kind of makes you think about the world in a different way. They allow you to feel as though you've had that experience yourself.

If we were to somehow combine Vinesauce and Lord of the Rings together, which character would you play in that universe?

Ideally, I would be Aragorn. But likely... I'd be Gollum.

I had a feeling we were going there.

Gollum noises



2020

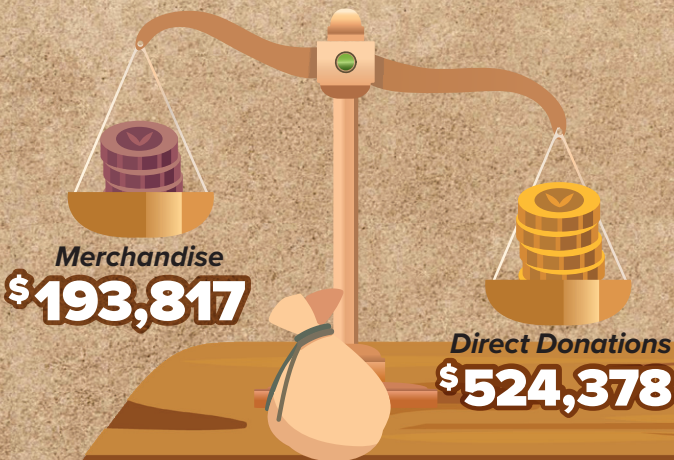
Our Quest TOGETHER

All of the money that is raised year after year for Vinesauce is HOPE continues to benefit the Pediatric Cancer Research Foundation in Irvine, California. Since 1982, PCRF has been a proven ally in the fight against childhood cancer by fundraising and investing in cutting-edge research that demonstrates the best possible cure. With your heartfelt support, we continue to forge a path together toward a brighter future.

The growth of our community's fundraising efforts over the past six years has been nothing short of incredible, and it demonstrates the passion we have for providing help to young patients and their families. We are bolstered by the common desire to safeguard others from heartbreak and loss. Every contribution made, regardless of size, makes a huge difference and helps us to inspire real HOPE in those that need it the most. Thank you once again for playing a role in this year's Vinesauce is HOPE.

Since our journey started in 2014, we've raised a total of

\$718,195



2014 **\$24,663.00** 2015 **\$55,716.00** 2016 **\$108,209.25** 2017 **\$137,366.00**



2018 **\$181,902.00** 2019 **\$210,338.92** 2020 **Thank you!**



**Save the world by bringing back the Iris of Hope:
an artifact stolen by the nefarious necromancer, Bone Daddy.
A Tabletop Adventure for 3-4 level 3 players using your favorite d20-based system!**

Chapter 1

A nefarious villain has stolen an artifact known as the Iris of Hope from the secluded village of the Owlfolk.

Travelling across the land in search of adventure, your group finds itself in a secluded village surrounded by trees. A worried Owl hurriedly stops your group. “Adventurers, please! I beseech you—aid our village! Speak with our elder to learn of our plight!”

The Owl offers to lead them to their home. Inside, the wizened Owlfolk elder greets the party.

“Thank you for hearing our request. The Iris of Hope, a mystical artifact, has been stolen from our village! Without it, I fear that happiness and hope will drain away from us all. The only information we can offer to you is of a strange, robed figure seen escaping towards the nearby mountains. Please help us! You are the only ones who can save our village!” The Owlfolk elder thanks the party for their assistance and offers information about the mountain, including the Shroomfella Village inside.

Chapter 2

The entrance to the mountain cave can easily be found, provided the adventurers follow the directions of the elder.

At the end of the tunnel, a soft blue light illuminates your path. As you walk closer to the light, the cave opens up into a wondrous village unlike anything you’ve seen. The village is populated with short, friendly looking Shroomfella. However, as you make your way into the village, you begin to notice an eerie mold that stands out amongst the other foliage. It even clings to some of the villagers!

After some exploring, a Shroomfella will stop the party to speak with them.

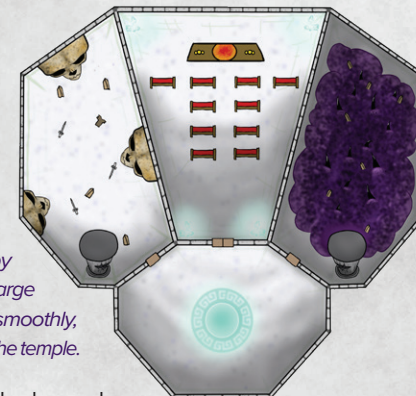
“Travelers, be wary! A blight has spread across our poor village. A foul, black mold has begun to grow around our fair village, causing those afflicted with it to grow tired, weary and unhappy. Ever since a strange, robed traveler forced his way into our temple, sealing himself inside, the mold has been spreading from within. Can you help us?”

The Shroomfella knows everything about the temple, except for the traps that lurk inside.



Chapter 3

The large temple stands imposingly before you, its walls covered in a black, throbbing mass of mold. As you step closer, the mold begins to pulse faster, as if excited by your presence. The large ornate doors open smoothly, beckoning you inside the temple.



The main hall is empty. The large door in the center is locked. Two large locks hang on the doorframe. They cannot be picked. To the left and right are two smaller doors.

Upon opening the door on the right, your gut twists in response to the smell of death. The entire room is covered in the dreadful mold! A lever is attached to the far wall.

Any adventurer walking on the mold will cause it to spew gas. For every 30 feet moved, roll a **DC 12 Constitution save**. On a failed saving throw, the player takes **1d4 poison damage**. A **DC 12 Perception** reveals beams of light which the mold avoids.

The room to the left is strangely quiet. Your eyes are drawn to the three skeletons slumped on the floor, their bones cracked and scattered as if something heavy fell onto them. A lever is attached to the far wall.

Once the lever is pulled, the ceiling begins to slowly descend upon the party. The exit shuts tight and cannot be forced open. Three skulls emerge from the walls with glowing red eyes. The players must destroy the skulls (**AC 10, HP 1**) or disarm the traps inside the skull (**DC 12 Dex/Thieves’ Tools**) to unlock the exit.

Pushing open the large double doors into the sanctum of the temple, you see the sought-after robed figure before you. He turns to you, exposing his bony face and crazed eyes. “I never thought I’d see the day when adventurers would try to confront me, Bone Daddy! I stole the Iris of Hope so that I could reverse its power and bring despair to the world! You shall not stop me!”

Bone Daddy is a necromancer. He summons three skeletons to fight by his side. He holds the artifact in his hand as he fights. The flower inside the artifact is wilted.

Epilogue

With the Iris of Hope returned to the Owlfolk village, a single beam of light pierces the treetops to shine down upon the artifact. It begins to emit a brilliant array of colors, and the wilted flower inside blooms once again! You feel a newfound sense of hope for your next grand adventure!



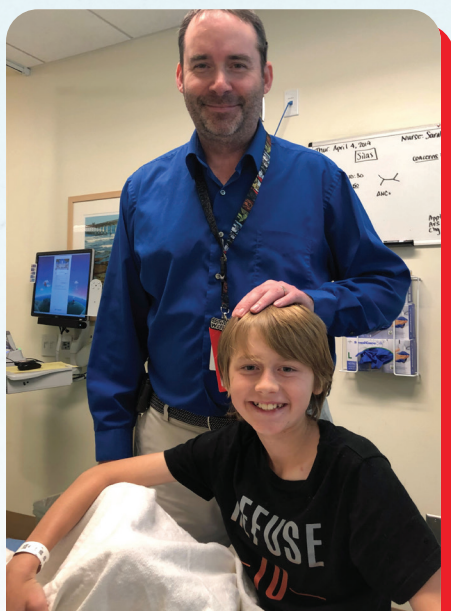
Silas' Story

During the Christmas break of 2018, at the age of ten, Silas experienced a headache so severe that he became very sick and parts of his body went numb. This headache, along with a progression of more headaches, caused us to take him to get an MRI. When the results came back, we discovered that he had a mass the size of a large marble in his brain.

After one brain biopsy and one craniotomy, he was diagnosed with a pilocytic optic glioma. He immediately began chemotherapy, and is currently in treatment today at Rady Children's Hospital in San Diego.

Silas is an absolute fighter. Even though chemo has affected his whole body, causing him to have to withdraw from his favorite school and replace it with home hospital care, and discontinue the sports he so desperately loves and is amazing at (baseball and soccer), he still remains positive and maintains his silly sense of humor. Silas is well-known for his tender and loving heart and kind actions towards others. He has even gone so far as to donate toys for other kids with cancer, and makes encouraging crafts that he hands out to other kids getting chemotherapy while he is actually getting chemo that same day too!

His heart is huge and grows more and more compassionate for childhood cancer awareness and research every day. Silas has a sister named Alexandria who is twelve and a brother Chase who is nine. Silas is a baseball fanatic and adores the PADRES!



AN INSIDE LOOK WITH



Chris Farwell
PCRF PHILANTHROPY MANAGER

What kind of work do you do at PCRF?

My title is Philanthropy Manager, and it's kind of an overarching title. I'd say the largest part of my job is donor relations and donor stewardship; I make sure our donors are taken care of, and that they're well informed of what happened to their donation and where it went. I do a lot of back-end maintenance as well: gift entry, gift follow-up, acknowledgments and things like that. I also coordinate with event planners, campaign planners, and public relations for our fundraisers.

What personally motivated you to enter this line of work?

I've always been associated with PCRF in some way, even when I was a teacher and a housewife. Statistically, I know more children that have died from cancer than I should. When my husband and I were dating, we had a friend who was losing their daughter to cancer. When she finally passed, they became more heavily involved with PCRF. As life went on, I met more people who had unfortunately been affected by cancer. I was looking to re-enter the workforce, and my sister saw this job posting for PCRF on social media and she said "This is the job you're supposed to have, this is the job you're going to have for the rest of your life". I was like "Wow, that's a lot of pressure," but I called and relentlessly pursued it and they gave it to me. I had no experience or business acumen to do it, but I learned as I went, and I feel even more passionately about my work than I did on that first day.

And if we don't do it, someone else has to. Only four percent of the NIH (National Institutes of Health) budget goes to pediatrics. That kind of research can't just automatically be applied to children either, you can't just "scale it down" for kids. It's not that simple. Kids have their own physiologies, it's essential. If it weren't for organizations like PCRF, there would be very few cures and very slow advancements for them.

A cute story: I was a stay-at-home mom for about 12 years. My daughter was in the 7th grade, and I had to go back to work. I wasn't seeing her as much, and couldn't pick her up from school as often. I apologized to her about how I couldn't be there for her everyday, and she just told me "Mom, who's going to save the babies?" It was at that point where I was like "Okay, we're all in".

This event will be our 7th year working together. How far has PCRF come over the years? Any recent milestones to share?

From PCRF's inception in 1982, we've made tremendous strides. Research works. At that time, if five children were diagnosed with cancer, only one of them would survive. Today, the likelihood of survival is that four of those children would survive. That's tremendous.

As far as PCRF goes, our milestones are measured more in the number of new and innovative grants that we have been funding. Seven years ago, we were only funding one major researcher and two additional ones. Today, we're funding between twelve to fifteen different institutions across the country; we're spreading the ability for innovation. We're working on the new ideas of tomorrow, because that's where the breakthroughs are going to happen.

What do you think sets PCRF apart from other cancer research foundations?

We're in an interesting place. A lot of the time, grassroots organizations have trouble making that leap into the corporate world, and we've been able to manage that while also maintaining our long-standing connections. I'm very proud of helping to preserve those relationships with people like John Vallely who helps us to organize a giant, nationwide platform for us each year called Dribble for the Cure.

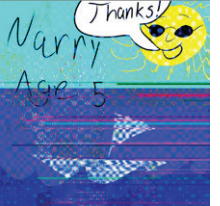
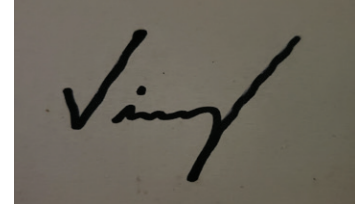
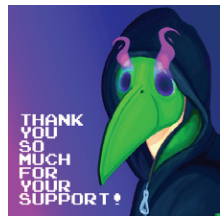
I'd also say that we all have heart and noble aim. I'd like to think that if any of us were to leave, that spirit would be ingrained in the DNA of PCRF and that it would continue on, regardless of whoever works here. It should be bigger than one person. That being said, you honestly don't last long around here if you're not into the mission! You have to be a part of the team, warts and all.

What would you tell someone looking to become involved in nonprofit/charity work?

I would tell them that the work has to be a vocation, or it's just a job. You could work anywhere else, and probably get paid more for your efforts. You have to be tied to the mission: It takes a lot of heart, but it also takes a dedication to what the vision and mission is for the organization, because it really isn't work at that point. It's a fulfillment of who you are, and that's what makes it so gratifying.

Do you usually tune in to watch Vinesauce is HOPE? If so, what are your thoughts?

I pop in whenever I can! I'm always curious about it, and I think the event is a lot of fun each year. With my son's help, I was able to watch a little bit of the Link to the Past Crowd Control race; I don't think I understood very much of it, but we had a great time watching. It was so fun, and I felt as though I was watching friends interact. I felt connected to it.



EVENT OPERATIONS

Hootey
steamcharlie
shiningbind
natalietoday
Rob
GreatSphynx

Scutlei
Shannguin
SophinoX
Soviam
werewhiskey

CODING

Peetz

STREAMERS

DesertPogona
dorb
Fred
Gearomatic
greatzott
Imakuni
NorixWolfe
Limealicious
Revscarecrow
Vargskelethor
Vidyabum
Vinesauce

COMMUNITY PROJECT

barkScript
the_monotonist
AgentRedJackal
Basscleff
Deadjetworks
Narry
Xeni

COPYWRITING

Theoria
LinnieGrey
Mystikiuu
PlagueArcade

ART & DESIGN

8bitbeetle
Alli
Rin Wolfe
Akumanorobin
AndroidPriest
Barbilou
Briskybit
CheesyDraws
Chocobi
Cryptidkitten
Freyja Fenris
Jerene
Kimbopio
MuzYoshi
Peppermint Bubble
Pider
Putuk
Sallymiakki

MODERATION

Automatic Manic
Charonian
Chromatic_Aberrations
Abortion_shark
DaveKap
Makorel

SOCIAL MEDIA

LuigiGuy
McSpooks
Skinny
Seravies

VIDEO EDITING

Pierdeer
AuraPuffs
GamerFuji

BOLD INDICATES TEAM LEADS



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